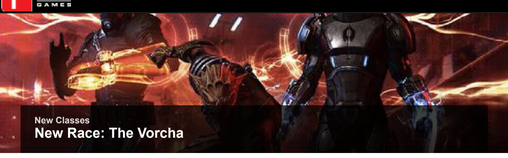




# New Race: The Vorcha

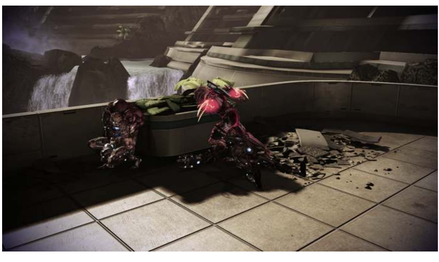
## Vorcha Soldier & Sentinel

Viewed as vermin and treated as an infestation to be burned out of any colony or planet they happen to establish a presence upon, the Vorcha have managed to survive galactic prejudice through their highly adaptable genetics which allow them to quickly conform to the needs of their local environments. Vicious, but not particularly intelligent, Vorcha often find work as hired guns in merc gangs where they make use of their natural disposition toward violent confrontation.

Vorcha are available to play as Soldiers and Sentinels, and they bring a different experience to these classes thanks to their shared Bloodlust and Flamer powers.

Bloodlust is a powerful ability that improves melee damage and movement speed while also allowing health regeneration. This allows a Vorcha to survive extended battles as long as they have Bloodlust active and they can find some cover. Better still, the ability grows in strength after a kill for up to three kills. The disadvantage to Bloodlust is that it slows your power cooldowns by 60 percent, but you can offset this somewhat if you're carrying a light loadout.

The other unique Vorcha ability is the Flamer power. This short-range ability casts a swath of continuous flame on any victim in front of the Vorcha. Unfortunately, the problem here is that once the power is used, it cannot be canceled. You're stuck in a slow walk until the Flamer subsides. Poorly timed use of this power can get you killed.



Vorcha are quite effective in melee combat. Their combat dodges are fast and take them low to the ground, making them harder targets for the enemy to track, and their rapid basic melee combos work well to keep the enemy off-balance. Their Heavy Melee strikes are not as strong as those of other races, but the leaping animation allows you to close distances quickly.

### Vorcha Soldier:

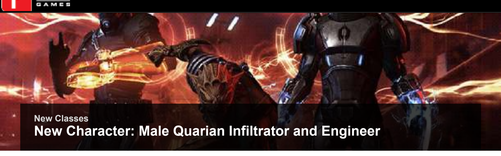
- Bloodlust
- Flamer
- Carnage

### Vorcha Sentinel:

- Bloodlust
- Flamer
- Cluster Grenade

**Note**

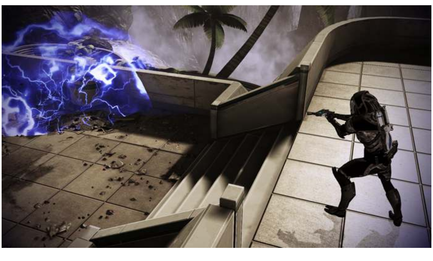
All Vorcha have the Vorcha Resilience and Fitness passive abilities.



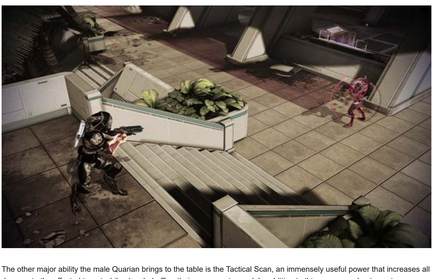
New Classes

# New Character: Male Quarian Infiltrator and Engineer

The male Quarian shares classes with his female counterpart, but he comes equipped with a different set of powers, including a new grenade type and a powerful support ability that allows the entire team to do more damage to a given target. Because of these new abilities, the male Quarian classes are a bit more offense oriented than the female Quarian classes.



The Arc Grenade acts as a more powerful form of Overload, and is able to strip shields and stun victims hit by the powerful electric shockwave it generates. Unfortunately, the limited ammo available for this power will require you to be more judicious in your use of the ability, but the Arc Grenade can be a game-changer when dealing with a large group of enemies.



The other major ability the male Quarian brings to the table is the Tactical Scan, an immensely useful power that increases all damage to the affected target while also de-buffing their movement speed. In addition to this, your squadmates get a holographic display showing their range to the enemy, the target is identified on their heads-up display, and they can even see what the target is doing. If you need to bring down a heavily shielded or armored target, this ability can come in very handy.

### Male Quarian Engineer:

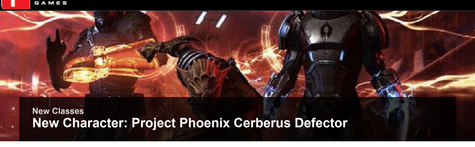
- Incinerate
- Tactical Scan
- Arc Grenade

### Male Quarian Infiltrator:

- Tactical Cloak
- Tactical Scan
- Arc Grenade

**Note**

All male Quarians have the Quarian Defender and Fitness passive abilities.



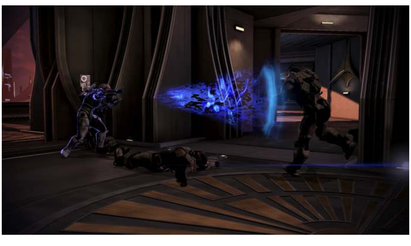


# New Character: Project Phoenix Cerberus Defector

## Cerberus Vangaurd & Adept

Continuing a storied history of secret Cerberus projects eventually turning on their masters in unexpected and often violent ways, Project Phoenix was an attempt to enhance human biotic talents. When the Illusive Man began to turn toward using the indoctrination technology derived from the Reapers, he faced resistance. The entirety of the Project Phoenix team abandoned Cerberus, taking with them all of their enhanced soldiers and the technology with which they had made them. The Cerberus Defectors are available in the Adept and Vanguard classes, equipped with the class-defining Singularity and Biotic Charge powers, respectively. Their Smash and Lash powers, however, are what give the Defectors their unique style.

Smash allows the Defector to use a pair of energy whips mounted on their forearms by infusing them with biotic power and slamming them into the ground with incredible force. Any victim hit by this attack is sent flying into the air, vulnerable to any other small arms fire or special powers that get sent flying their way. There's a significant wind-up to this attack, but it can be used to fling entire groups of enemies into the air.



The Lash power is a biotic talent similar to Pull, but it yanks victims toward the user at a high speed while causing damage, and then leaves them temporarily stunned and prone on the ground. This is great for pulling unshielded Phantoms, Nemeses, and Marauders out of cover and into range for Heavy Melee attacks.

Phoenix operatives use an electrified baton to strike at their enemies in melee combat, but are incapable of using combination melee attacks. Their basic strike is also quite slow, which does not make it a particularly safe bet in tight quarters. The Heavy Melee attack uses both energy whips to strike every target surrounding the character, making it a good crowd clearer on the Bronze difficulty, but its set up time makes this attack less useful on higher difficulties.

### Project Phoenix Cerberus Defector Adept:

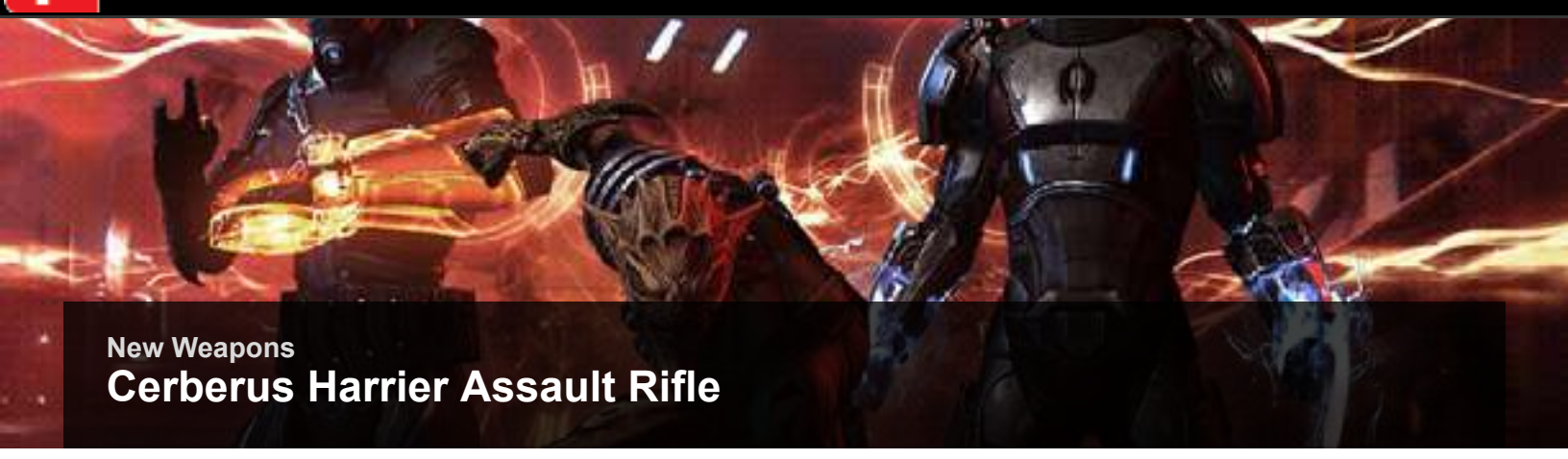
- Singularity
- Smash
- Lash

### Project Phoenix Cerberus Defector Vanguard:

- Biotic Charge
- Smash
- Lash

**Note**

Both Cerberus betrayers include the Phoenix Training and Fitness abilities.





# Cerberus Harrier Assault Rifle

## New Weapons

There are four new weapons available for players to unlock through the in-game store.

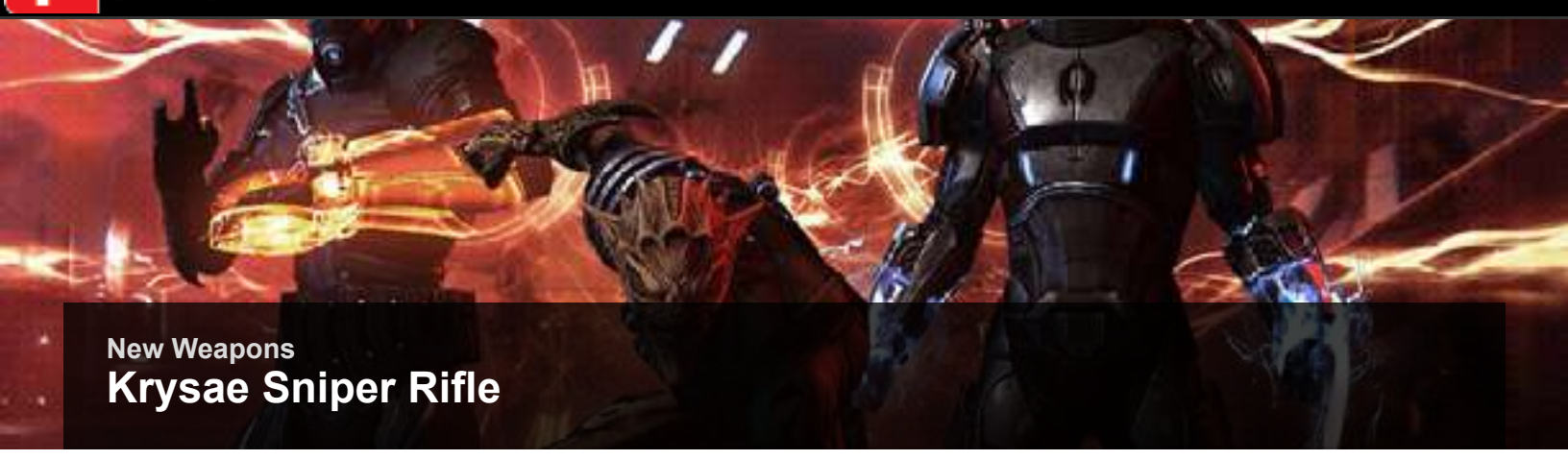
### Cerberus Harrier Assault Rifle

These Cerberus-modified Mattock rifles are fully automatic. Cerberus gunsmiths reined in the recoil issues, resulting in a gun that stays on target, but delivers slightly less punch per round than a standard Mattock. As such, the weapon is typically utilized by Cerberus' elite troopers who train constantly to make every burst count.

New Weapons

# Reegar Carbine Shotgun

This electrical weapon improves upon the Arc Pistol's design by generating a sustained current on its target. It is named for the Quarian Reegar family, whose marines have served valiantly against the Geth.



New Weapons

# Krysae Sniper Rifle

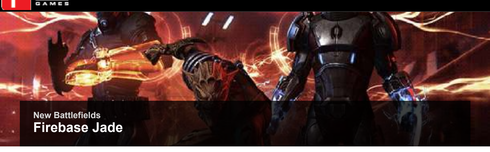
This Turian anti-material rifle is modified for use against Reaper enemies. The Krysae's scope uses a rangefinder that adjusts to keep the target in proper proportion to the shooter, which is useful when a sniper is forced into close range. Its specialized ammunition is both armor piercing and explosive. In a desperate move, the Turians released its specifications over the extranet so that nearly anyone with a fabricator could manufacture this weapon to help the war effort.

New Equipment

# New Gear Slot

Originally, players could select from three different types of consumable items with which to equip their soldiers in battle. These items would last for a single mission and could only be replenished by spending hard-earned money at the in game store. The Rebellion expansion pack adds a fourth equipment slot, as well as 18 new items specially made to fill that equipment slot. The big difference here is that all of these items do not get 'used up'. These new items continue to provide their damage bonuses or defense enhancements for as long as they are equipped. These new pieces of gear can be upgraded up to five times each, eventually conferring significant bonuses that stack with your other pieces of gear.

- Warfighter Package
- Vulnerability VI
- Structural Ergonomics
- Stronghold Package
- Sniper Rifle Amp
- SMG Amp
- Shotgun Amp
- Shield Booster
- Pistol Amp
- Operative Package
- Multicapacitor
- Mental Focuser
- Hydraulic Joints
- Grenade Capacity
- Expert Package
- Commando Package
- Berserker Package
- Assault Rifle Amp



New Battlefields
# Firebase Jade

The remnants of a Salarian STG facility, Firebase Jade consists of two labs connected by a series of side passages and balconies. There are plenty of flanking routes to take to any position throughout the facility, which puts players at a pretty extreme disadvantage during later waves of enemies, particularly against the aggressive Reaper and Cerberus forces. Fortunately, this also means that there are plenty of ways for a squad to return the favor while staying on the move.

Click here for interactive maps

## Upper Balcony

Players start in this area next to the Upper Lab, which has direct access to the Bridge area and provides overwatch positions for nearly every lower area of the map. If you're down in the Courtyard or Lower Balcony areas, expect the enemy to take advantage of this.

## Upper Lab

The upper lab is set up like a loop with a passage through the central dividing wall, which makes it possible to hole up here during certain objective modes. There's plenty of waist-high cover to take advantage of, and if things get bad it is possible to push through back to the Upper Balcony or into the Pillar Room.